

P 01
TM

STAR 40TH TREK

1983 - 2023

FOR USE WITH
FASA
GAME SYSTEM

A GAME FOR ROLEPLAYING

ADVENTURES IN THE ORIGINAL SERIES AS WAS BACK WHEN



240501.01

Pamphlet 01

CHARGEN: BACKGROUNDS

Character Generation Extracts
for easy sharing and minimal printing.
Lifepath, Time/Money, Medals and Awards,
Home Planets, Starship Assignment, Etc.

Tables built for UFP. GM should modify to suit the society.

The Time/Money Continuum

Age	Species	Base	Critical	Max
	Andorian	32	85	196
	Caitian	16	45	109
	Edoan	28	75	175
	Human	18	50	120
	Tellarite	18	50	120
	Vulcan	42	110	245

Ask your GM for the year and subtract your age for your Date of Birth.

The Aging Formula

Max Age = (Critical x 2) + (20% Critical) + 1d10
Starting Age = (40% Critical) - 2.

Retirement

Starfleet Personnel may resign at any time. To earn Retirement Benefits, personnel must serve a minimum 20 years good service to earn half their current pay as their pension. Beginning with 31st year of service an additional 5% is added so that a full-pay pension is earned at 40 years service.

CREDITS TO NAVY BEANS

- Find your Rank and multiply your Pay by 3.

RANK	PAY
Flag	4800
Commodore	4000
Captain	3400
Commander	2800
Lt. Commander	2400
Lt.	2000
Yeoman 1 st Class	1900
Lt. J.G.	1800
Yeoman 2 nd Class	1700
Ensign	1600
Yeoman 3 rd Class	1500
Warrant Officer	1200
Master Chief P.O.	1000
Senior Chief P.O.	800
Chief Petty Officer	700
Petty Officer, 1/2CI	600
Enlisted 1/2 Class	500
Recruit	400

Regardless if the LUC is successful, the rolled number is also subtracted from Species Max!

- Roll 1d10/2 don't round and apply the die modifiers. The resulting number may not go below 1 or above 5.

MODIFIERS

LUC 90+	-2	Gambling 50+	-1
70+	-1	Trade &	
40-	+1	Commerce 50+	-1

- Divide your Multiplied Pay by this modifier.
- Multiply that result by 1/2 (don't round) your Active Duty years.
- This is your life's savings in Credits.

For Federation Citizenry, the GM shall determine the commensurate rank to find an appropriate Pay grade.

To your Species Base Age, add the following.

What / Where	Years
Academy	4
College	4
Doctor, M.D.	3
Nurse, R.N.	2
Basic Training	2
Add'l Curriculae	1
Minor Branch	1
per Cadet Cruise	1
Active Duty Terms	n
Curricula Vitae	n
O.C.S.	2
Contact Team	1
Dept Head	1
Command School	2*

*unless 1st go to Dept Head in which case Command is 1yr and Dept Head is 1yr for 2 total.

Critical Aging Effects

After every full 10 years over your Critical Age, subtract 1d10 each from STR, END and DEX unless a LUC save is made with a cumulative -10 per 10 years over Critical Age.

Or you can roll per year with a cumulative -01, risking 1pt loss per year instead of 1d10 over 10yrs.

Starship Disposition 2240 - 2268

Slide the years forward or back to fit your campaign.

Starship Disposition

*While Intrepid is primarily Vulcanian, non-Vulcan Officers do serve aboard.
Consult your GM.

Note: If you roll Starship in 2267, roll on the 2266 chart. If you roll a destroyed Starship, make a LUC roll. If Successful, you were transferred off the ship before its destruction. If Failed, your best friend, relative or other was killed. If you were previously assigned to one of those ships, you were transferred out for whatever reason sometime before their destruction.

	Constitution	Republic	Intrepid*	Farragut	Excalibur	Exeter	Constellation	Enterprise	Potemkin	Hood	Lexington	Yorktown	Defiant	Kongo	Eagle
2240	01-40	41-75	76-00												
2241	SHAKEDOWN			01-00											
2242	01-17	18-35	36-50	S	51-67	68-78	79-00								
2243	01-10	11-20	21-30	31-45	SHAKEDOWN			46-60	61-75	76-90	91-00				
2244	01-10	11-20	21-30	31-40	41-50	51-60	61-70	SHAKEDOWN				71-85	86-00		
2245	01-08	09-15	16-22	23-29	30-36	37-45	46-56	57-63	64-76	77-89	90-00	SHAKEDOWN			
2246	01-08	09-15	16-21	22-30	31-37	38-46	47-54	55-62	63-70	71-78	79-86	87-93	94-00		
2247	01-07	08-14	15-22	23-30	31-38	39-46	47-54	55-62	63-70	71-78	79-86	87-94	95-00		
2248	01-07	08-14	15-22	23-30	31-38	39-47	48-54	55-62	63-70	71-78	79-85	86-94	95-00		
2249	01-07	08-14	15-21	22-29	30-38	39-47	48-54	55-62	63-70	71-78	79-85	86-93	94-00		
2250	01-05	06-10	11-15	16-22	23-28	29-34	35-45	46-56	57-67	68-78	79-89	90-94	95-00		
2251	REFIT			01-10	11-20	21-30	31-40	41-50	51-60	61-70	71-80	81-90	91-00		
2252	01-08	09-16	17-24	REF	25-33	34-42	43-51	52-60	61-69	70-78	79-87	88-94	95-00		
2253	01-10	11-20	21-30	31-40	REFIT			41-50 Talos IV	51-60	61-70	71-80	81-90	91-00		
2254	01-11	12-22	23-34	35-46	47-58	59-70	71-82	REFIT				83-94	95-00		
2255	01-09	10-18	19-26	27-36 200 K.I.A.	37-46	47-56	57-66	67-76	77-86	87-92	93-00	REFIT			
2256	01-07	08-15	16-22	23-30	31-38	39-46	47-55	56-64	65-72	73-80	81-89	90-95	96-00		
2257	01-08	09-16	17-23	24-29	30-37	38-45	46-53	54-61	62-69	70-77	78-85	86-92	93-00		
2258	01-05	06-10	11-15	16-20	21-30	31-40	41-50	51-55	56-65	66-75	76-85	86-90	91-00		
2259	01-05	06-12	13-18	19-25	26-32	33-40	41-45	46-50	51-55	56-70	71-80	81-90	91-00		
2260	01-07	08-14	15-21	22-28	29-35	36-42	43-47	48-50	51-55	56-63	64-70	71-78	79-85	86-00	
2261	01-08	09-14	15-22	23-29	30-35	36-41	42-46	47-50	51-55	56-63	64-70	71-78	79-85	S	86-00
2262	REFIT			01-09	10-18	19-27	28-36	37-45	46-54	55-64	65-73	74-82	83-91	92-00	S
2263	01-05	06-10	11-15	REF	16-20	21-25	26-35	36-40	41-50	51-58	59-65	66-74	75-80	81-90	91-00
2264	01-08	09-16	17-24	25-32	REFIT			33-41	42-50	51-58	59-66	67-75	76-83	84-91	92-00
2265	01-15	16-22	23-29	30-38	39-50	51-60	61-67	REFIT				68-73	74-81	82-89	90-00
2266	01-05	06-14	15-20	21-32	33-40	41-44	45-50	51-59	60-69	70-80	81-89	REFIT		90-95	96-00
2267	Lost All Hands	01-18	Lost All Hands	19-24	Lost All Hands	Plague Ship Scrapped	25-32	33-45	Lost All Hands	Severe Damage	46-59	60-69	70-79	80-89	90-00
2268		01-25		26-39			40-50	51-59			60-67	68-78	Lost All Hands	79-84	85-00

Officer's Medals, Awards and Honorifics

For every Active Duty Term served, roll once on Table 1 with modifiers. Contact Team, Academy Instructor and Schools do not qualify due to the nature of the training regimen.

Table 1

≤ 01	MAJOR AWARD, Goto Table 2
02 - 05	MINOR AWARD, Goto Table 3
06 - 10	COMMENDATION, Goto Table 4
11 +	NO MENTION THIS TERM.

A note about POor Ratings.
Rolling MAJOR AWARD grants nothing as your PO rating precludes this honor.

If a COMMENDATION is rolled, you have actually received a REPRIMAND instead.

A PO rating can never achieve positive recognition during that Term.

Table 1 Modifiers		
Assignment	Starship	-10
	ContactTeam	-05
	Exploration	-05
	Military	-10
	Starbase	+05
Efficiency	EXemplary	-10
	OUTstanding	-05
	AVERage	---
Attributes	POor	+10
	INT 80+	-10
	70 - 79	-05
	LUC 80+	-10
	70 - 79	-05
Rank	Admiral	-20
	Commo	-15
	Captain	-10
	Lt/FullCmdr	-05
	Lt, J.G. or Ens	+/-0

Exception: If a MINOR AWARD is indicated on Table 1 and a MAJOR AWARD then rolled on Table 3, roll on Table 2 and accept your Honors.

In this one case your PO rating is converted to EX for that term and the award given. Modify your sheet as needed. This is one of two instances where this chart supercedes your Service Record.

Table 2 Major Award (Goto Table 5.1 next)

For Exemplary Service to the Federation, you are awarded:	
01	Medal of Honor, with Cluster
02	Medal of Honor, First Class
03 - 04	Legion of Honor, with Cluster
05 - 06	Legion of Honor, First Class
07 - 20	Grankite Order of Tactics, Captains only, re-roll
21 - 30	Starfleet Decoration for Conspicuous Gallantry
31 - 40	Starfleet Decoration for Gallantry
41 - 50	Starfleet Decoration for Conspicuous Valor
51 - 60	Starfleet Decoration for Valor
61 - 75	Starfleet Honor Roll
76 - 00	2 Minor Awards. Roll twice on Table 3, ignore rolls of 01-02.

Table 3 **Minor Award (Goto Table 5.1 next)**

For Superior Service to the Federation, you are awarded:

01 - 02	Major Award, Goto Table 2
03 - 06	Karagite Order of Heroism
07 - 10	Prantares Ribbon of Excellence
11 - 15	Starfleet Citation for Conspicuous Gallantry
16 - 23	Starfleet Citation for Gallantry
24 - 30	Starfleet Citation for Valor
31 - 70	Starfleet Purple Heart, Goto Table 5.3
71 - 85	Gold Palms
86 - 00	Silver Palms

Table 4 **Commendation (Goto your next term assignment)**

You have received a Commendation for your Excellent Service to the Federation. Commendations are typically awarded for a particular reason such as the innovative use of a skill, a novel solution to a problem or otherwise meritorious behavior deserving of official note. Consult with the GM for specifics.

01	Major Award, Goto Table 2
02	Minor Award, Goto Table 3
03	Special Award, Goto Table 5.2
04 - 00	A by-the-book Commendation for good services rendered.

Table 5.1 **Attachments**

Major and Minor awards may have the following Appurtenances and Devices attached to them. For every award received, roll below and note that the Medal and Legion of Honors are immune to the effects of this table.

01 - 02	Cluster, Highest form of an award
03 - 05	Class of Excellence
06 - 10	First Class of an Award
11 - 20	Second Class of an Award
21 - 00	No attachment

Table 5.2 **Special Awards**

These include but are not limited to Honors such as Starfleet Branch Decorations and non-Starfleet Awards such as from Planetary Governments, Councils, various Associations and other such notable and noble institutions. The GM will decide the specifics.

Table 5.3 The Purple Heart

Roll	What happened?	
01 - 10	Mortal Wound*	You live, but damage is too severe for healing. PERMANENTLY lose 10d10 from one (or more) Attributes. Points so lost can never be regained no matter the training.** If <i>very bad</i> , damage may be split across Attributes in consultation with the GM.
11 - 25	Major Wound***	Lose 1d10 from one Attribute, <i>per Mortal</i> Wound. Can be regained with training, but Species Maximum is forever out of range.
26 - 50	Serious Wound	Lose 1d10/3 rd from STR, END <i>or</i> DEX. Can be regained with training and without penalty.
51 - 00	'Tis but a scratch.	Take your crummy medal and get outta here. Actual sick people needed that bed. Jerk.

* A Mortal Wound may not necessarily kill, but could likely lead to the immediate retirement or permanent hospitalization of the character. Immediate GM consult required.

** You are Mortally struck in an accident. Roll 1d10 for the Attribute affected.

1 - 2	STR (odd) or END (even)
3 - 4	INT (odd) or PSI (even)
5 - 6	DEX
7 - 8	CHA
9 - 0	COOL

10d10 damage is subtracted from your Species Max (or 99), not your rating.

You roll to see that your **STR** Attribute is affected and by a 50 point loss! Ooof! Your pre-accident STR is (was) 70.

Subtracting 50pts from your Human Max of 99 is your new STR 49.

That difference is 21 pts lost to your STR 70 and you can never raise your STR 50+.

If the roll were 20pts lost, that makes a STR 79, leaving your STR 70 as technically unaffected. However, the damage to your musculature and body is such that you can never train to STR 80+.

*** A Major Wound subtracts 1d10 from both your current Attribute score **AND** your Species Maximum.

In this case, your current damage can be healed with training, but you can never break that lost Maximum value.

THESE RESULTS RETROACTIVELY MODIFY YOUR TERM ASSIGNMENT.

Term duration stands pat as you are transferred to hospital for the remainder. On your sheet, mark Starbase Duty in the same Term as the wounding occurred.

Once sufficiently healed, you are put on staff as an Instructor or other duties for the balance of the term.

In all cases, your next term remains as was as long as you are able to still meet Starfleet minimum standards.

Enlisted and NCO's Medals, Awards and Honorifics

For every Active Duty Term served, roll once on Table 1 with modifiers. Contact Team, Academy Instructor and Schools do not qualify due to the nature of the training regimen.

Table 1

< 01	MAJOR AWARD, Goto Table 2
02 - 03	MINOR AWARD, Goto Table 3
04 - 05	COMMENDATION, Goto Table 4
06+	NO MENTION THIS TERM.

Table 1 Modifiers

Assignment	Starship	-10
	Contact Team	-05
	Exploration	-05
	Military	-10
	Starbase	+05
Efficiency	EXemplary	-10
	OUtstanding	-05
	AVerage	---
Attributes	POor	+10
	INT 80+	-10
	70 - 79	-05
	LUC 80+	-10
	70 - 79	-05
Rank	Warrant	-20
	M.C.P.O.	-15
	S.C.P.O.	-10
	C.P.O.	-05

A note about POor Ratings.

Rolling MAJOR AWARD grants nothing as your PO rating precludes this honor.

If a COMMENDATION is rolled, you have actually received a REPRIMAND instead.

A PO rating can never achieve positive recognition during that Term.

Exception: If a MINOR AWARD is indicated on Table 1 and a MAJOR AWARD then rolled on Table 3, roll on Table 2 and accept your Honors.

In this one case your PO rating is converted to EX for that term and the award given. Modify your sheet as needed. This is one of two instances where this chart supercedes your Service Record.

Table 2 Major Award

For Exemplary Service to the Federation, you are awarded:

01	Medal of Honor, with Cluster
02	Medal of Honor, First Class
03	Legion of Honor, with Cluster
04	Legion of Honor, First Class
05 - 20	Starfleet Decoration for Conspicuous Gallantry
21 - 35	Starfleet Decoration for Gallantry
36 - 50	Starfleet Decoration for Conspicuous Valor
51 - 65	Starfleet Decoration for Valor
66 - 80	Starfleet Honor Roll
81 - 00	2 Minor Awards. Roll twice on Table 3, ignore a roll of 01.

Table 3 **Minor Award**

For Superior Service to the Federation, you are awarded:

01	Major Award, Goto Table 2
02	Karagite Order of Heroism
03	Prantares Ribbon of Excellence
04 - 10	Starfleet Citation for Conspicuous Gallantry
11 - 20	Starfleet Citation for Gallantry
21 - 30	Starfleet Citation for Valor
31 - 40	Starfleet Purple Heart, Goto Table 5.3
41 - 70	Gold Palms
71 - 00	Silver Palms

Table 4 **Commendation (Goto your next term assignment)**

You have received a Commendation for your Excellent Service to the Federation. Commendations are typically awarded for a particular reason such as the innovative use of a skill, a novel solution to a problem or otherwise meritorious behavior deserving of official note. Consult with the GM for specifics.

01	Minor Award, Goto Table 3
02 - 03	Special Award, Goto Table 5.2
04 - 00	A by-the-book Commendation for good services rendered.

Table 5.2 **Special Awards**

These include but are not limited to Honors such as Starfleet Branch Decorations and non-Starfleet Awards such as from Planetary Governments, Councils, various Associations and other such notable and noble institutions. The GM will decide the specifics.



Table 5.3 The Purple Heart

Roll	What happened?	
01 - 15	Mortal Wound*	You live, but damage is too severe for healing. PERMANENTLY lose 10d10 from one (or more) Attributes. Points so lost can never be regained no matter the training.** If <u>very</u> bad, damage may be split across Attributes in consultation with the GM.
16 - 30	Major Wound***	Lose 1d10 from one Attribute, <i>per Mortal</i> Wound. Can be regained with training, but Species Maximum is forever out of range.
31 - 60	Serious Wound	Lose 1d10/3 rd from STR, END <i>or</i> DEX. Can be regained with training and without penalty.
61 +	'Tis but a scratch.	Take your crummy medal and get outta here. Actual sick people needed that bed. Jerk.

* A Mortal Wound may not necessarily kill, but could likely lead to the immediate retirement or permanent hospitalization of the character. Immediate GM consult required.

** You are Mortally struck!

Roll 1d10 for the Attribute affected.

- 1 - 2 **STR** (odd) or **END** (even)
- 3 - 4 **INT** (odd) or **PSI** (even)
- 5 - 6 **DEX**
- 7 - 8 **CHA**
- 9 - 0 **COOL**

10d10 damage is subtracted from your Species Max (or 99), not your rating.

You roll to see that your **STR** Attribute is affected and by a 50 point loss! Ooof! Your pre-accident STR is (was) 70.

Subtracting 50pts from your Human Max of 99 is your new STR 49.

That difference is 21 pts lost to your STR 70 and you can never raise your STR 50+.

If the roll were 20pts lost, that makes a STR 79, leaving your STR 70 as technically unaffected. However, the damage to your musculature and body is such that you can never train to STR 80+.

*** A Major Wound subtracts 1d10 from both your current Attribute score AND your Species Maximum.

In this case, your current damage can be healed with training, but you can never break that lost Maximum value.

THESE RESULTS RETROACTIVELY MODIFY YOUR TERM ASSIGNMENT.

Term duration stands pat as you are transferred to hospital for the remainder. On your sheet, mark Starbase Duty in the same Term as the wounding occurred.

Once sufficiently healed, you are assigned staff duties for the balance of the term.

In all cases, your next term remains as was as long as you are able to still meet Starfleet minimum standards.

Gorn, K'Zin and Tholians do not use the primary table, below. Consult S13: Adversary Sheets for further details on their charts. **Life path and Events**

For the Academy, each Cadet Cruise and Active Duty Term, roll 1d10 on this table

- 1 - 2 Lucky Dog/Headaches
- 3 - 5 Friends/Enemies
- 6 - 7 Romance
- 8 - 0 Nihil/Nada/Zip/Zilch -Oh my.

As adopted, adapted and fizzbin'ed from R. Talsorian's Cyberpunk 2020 Lifepath Charts. All Praises to the Pongsmith. Hail! Hail! Hail!

Tables built for UFP. GM should modify to suit the society. See above.

LUCKY DOG / HEADACHES: ROLL 1D10

1 - 5 Lucky Dog

- 1 Windfall Roll 1d10 x 1000cr
- 2 Big Creds Roll 1d10 x 10kcr
- 3 Senseii Add 2d10 to a new Cbt skill or 1d10 to an existing skill
- 4 Mentor Add 2d10 to a new skill or 1d10 to an existing skill
- 5 Trainer Add 1d10/2 rd to any Attribute, except LUC or PSI
- 6 Friend in Starfleet Command
- 7 Starbase Staffer owes you a favor
- 8 Call on Friendly Locals for a favor
- 9 Civilian Friend, Local base/station
- 0 Authority Friend on local planet

6 - 0 Headaches

- 1 Lose 1d10 x 100cr. Can't pay? I hear the sound of bone knitters working on your legs.
- 2 Brig/Prison. Local trouble or shipboard. You got out of it. Any lasting effects?
- 3 Illness. You caught something harsh. Any lasting effects?
- 4 Betrayed. Trusted ally in a personal or professional capacity turned on you.
- 5 Accident. Roll on page 60, Table 5.3. Adjust your Duty Terms with the GM.
- 6 Lover, friend or relative killed in the line of duty, died naturally or by other means.
- 7 Falsely accused of one thing or another. Set up personally or professionally.
- 8 More local trouble. Remember that time? No? Local authorities still have questions.
- 9 You ruffled the feathers of some big professional or bureaucratic so-and-so.
- 0 Relapse. Remember that *other* time you got real sick? No? Your body does.

1 - 5 Friend

- 1 Like a Big Brother/Sister
- 2 Like a Kid Brother/Sister
- 3 Like a Parent/Grandparent
- 4 Mentor
- 5 Colleague
- 6 Former Lover
- 7 Former Enemy
- 8 Relative
- 9 Childhood Friend
- 0 Common Interest

FRIENDS AND ENEMIES: ROLL 1D10

6 - 0 Enemy

- 1 Ex-friend
- 2 Ex-lover
- 3 Relative
- 4 Childhood Rival
- 5 Underling
- 6 Boss
- 7 Colleague
- 8 Starbase Staff
- 9 Planetary Official
- 0 Locals

Attitudes

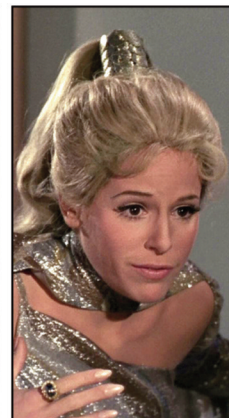
- 1 - 4 They hate you
- 5 - 7 You hate them
- 8 - 0 It's Mutual



Why?

- 1 Lost face
- 2 Loss of lover, friend, relative
- 3 Major humiliation
- 4 Accused of cowardice or flaw
- 5 Caused physical harm Roll page 60, Table 5.3
- 6 Desertion/Betrayal
- 7 Refused professional/personal
- 8 Don't like each other
- 9 Romantic rival
- 0 Foiled grand plans

Life Path and Events



Happy
What need say more?

ROMANCE:

Roll 1d10

- 1 - 4 Happy
- 5 Tragic
- 6 - 7 Problems
- 8 - 0 Fast Times

Fast Times

'Nuff said!

Problems

- 1 Lover's friends/family hate you
- 2 Lover's friends/family seek to split
- 3 Your friends/family hate them
- 4 Your friends/family seek to split
- 5 Apart for long periods of time
- 6 Constant fights
- 7 Rivalry/ Conflicting goals/histories
- 8 One is insanely jealous
- 9 One is messing around
- 0 Ultimately, just plain incompatible

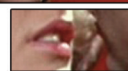
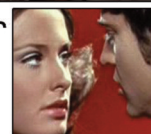
Tragic

- 1 Killed; Accident/Line of Duty
- 2 Lover vanished or kidnapped
- 3 Unrequited love, one or both
- 4 Lover is space-doppelganger
- 5 Lover is space-robot/Android
- 6 Incompatible anatomy/DNA
- 7 Lover went insane/suicide
- 8 Lover is exiled or imprisoned
- 9 Lover is notorious historical figure
- 0 Rival cut you out of the loop



Feelings, nothing more than

- 1 They still love you
- 2 You still love them
- 3 You still love each other
- 4 You hate them
- 5 They hate you
- 6 You hate each other
- 7 You remain friends
- 8 It's over. Dead Inside/ Ambivalent
- 9 You like them, they hate you
- 0 They hate you, you like them



* ADVERSARIES-ONLY *

THESE RESULTS MAY MODIFY YOUR CURRENT TERM ASSIGNMENT

Lifepath, Purple Heart

PURPLE HEART

Remember the old, Klingon adage:
"The weak should die. Only the strong should live."
 >>> These tables will easily kill anyone rolling on them! <<<

"Fizz - eee - kull There's - a - pea?"

Qapla', Targs'es!

Roll	What Happened?	
01 - 10	Ultra-Fatal	Per Fatal Wound, but 10d10(10d10) instead.
11 - 25	Fatal Wound	Per Mortal Wound, but 1d10(10d10) across ALL Attributes, except LUC, PSI
26 - 40	Mortal Wound *	You live but damage is too severe for healing. PERMANENTLY lose 10d10 from one (or more) Attributes. Points so lost can never be regained no matter the training. **
41 - 65	Major Wound ***	Lose 1d10 from one Attribute per Mortal Wound. Can be regained with training, but Species Maximum is forever out of range.
66 - 80	Serious Wound	Lose 1d10/3 rd from natural rating: STR, END, or DEX. Can be regained with training and without penalty.
81 - 00	'Tis but a Scratch	Take your crummy Purple Heart and get outta here. Genuinely sick people needed that bed, ya jerk!

* A Ultra/Fatal/Mortal Wound may not necessarily kill, but likely lead to the immediate retirement or permanent hospitalization of the character. Immediate GM consult required.
 Fatal Damage can be evenly split across Attributes or piled-on per GM Discretion.

** You are Ultra/Fatally/Mortally struck!
 Roll 1d10 for the Attribute affected.
 1 - 2 STR or END (roll odd/even)
 3 - 4 INT or PSI (roll odd/even)
 5 - 6 DEX
 7 - 8 CHA
 9 - 0 COOL

1d10 damage is subtracted from your Species Max (or 99), not your natural rating. You roll to see that your STR is affected and by a 50pt loss! Your pre-accident STR was

70. Subtracting 50 from your Human Max of 99 is your new STR 49.

That difference is 21 points lost to your STR 70 and you can never raise your STR to 50+
 If the roll were 20pts lost, that makes a STR 79, leaving your STR 70 technically unaffected. However, the damage to your musculature and body is such that you can never train to STR 80+.

*** A Major Wound subtracts 1d10 from both your current Attribute and Species Maximum. In this case, your current damage can be healed with training, but you can never break that lost Max value.

CONDITION	MAKE YOUR LUC ROLL FOR HEALING TIME			
	CRIT SUCC	SUCC	FAIL	CRIT FAIL
SCRATCH	1d10/2 days	1d10 days	1d10/2 weeks	1d10 weeks
SERIOUS	1d10 days	1d10/2 weeks	1d10 weeks	2d10 weeks
MAJOR	1d10 weeks	1d10/2 months	1d10 months	2d10 months
MORTAL	1d10/2 years	1d10 years	10d10 years	Never
ULTRA / FATAL	1d10 years	10d10 years	Never	Never and a day

USING THESE TABLES

Permanent scarring is the only kind of medal this collection of villains tends to notice or have respect for.

Suggest per Tour roll 1d10. On a 1, roll vs. Purple Heart.

Heredity and Family Status

All rolls on these Lifepath tables should be considered as suggestions to help bring your character into sharper focus. Consult with the GM for a more tailored experience. Apply fudge as needed to make a good story in consultation with your GM.

Heredity and Family Status

HOMEWORLD		Conditions	
1 Starbase*	<i>As adopted, adapted and fizzbin'ed from R. Talsorian's Cyberpunk 2020 Lifepath Charts. All Praises to the Pondsmitth. Hail! Hail! Hail!</i>	1 - 2 Environmental Dome(s)	* Establishment as of Character's time there: Colony Worlds are 10d10 Years Old Outposts/Stations/Bases are 1d10yrs/decades. <i>(GM Discretion)</i>
2 Colony World, Lg/Sm*		3 - 4 Open air, Natural	
3 Primary Federation World		5 - 6 Open air, Terraformed	
4 Research Station, Lg/Sm*		7 - 8 Underground, Shallow/Deep	
5 Fringe World		9 - 0 Seafaring	
6 Lone Outpost*			
7 Shipwrecked, 1d10 years			
8 Shipboard			
9 Major Space Station*			
0 Non-Member World			

FAMILY		Status		Danger	
1 - 3 Common Folk	Status 1 - 4 Danger 5 - 0 Okay	1 Lost All to Betrayal	Danger 2 Lost All to Mismanagement 3 Exiled/Driven from Home 4 Imprisoned, Only You Escaped 5 Vanished, Only You Escaped 6 Long Term Conspiracy/Org 7 Died, Only You Survived 8 Scattered by Misfortune 9 Hereditary Feud 0 You Inherited Family Debt		
4 Leadership, Local/Planetary		2 Lost All to Mismanagement			
5 Bureaucrat/Diplomat		3 Exiled/Driven from Home			
6 Scientist/Researcher		4 Imprisoned, Only You Escaped			
7 Famous/Infamous		5 Vanished, Only You Escaped			
8 Law Enforcement/Criminal		6 Long Term Conspiracy/Org			
9 Starfleet/Federation		7 Died, Only You Survived			
0 Merchant/Nomadic		8 Scattered by Misfortune			
		9 Hereditary Feud			
	0 You Inherited Family Debt				

PARENTS		Childhood		Siblings		Roll for Each	
1 - 4 Both Alive	Condolences 1 Died in War 2 Died in Accident 3 Died of Natural Causes 4 Estranged 5 Have Amnesia 6 Never Knew Them 7 Hiding, Protecting You 8 Gave you to Adoption 9 Sold/Bartered You 0 Raised by Relations	1 On the Street	Living 1 - 6 Yes 7 - 9 No 0 Unknown	1 - 7 # Siblings	Age 1 - 4 Older 5 - 9 Younger 0 Twin	Feelings 1 - 2 Dislikes You 3 Hates You 4 - 6 Neutral 7 Loves You 8 - 9 Likes You 0 Hero Worships	
5 - 6 One Dead		2 Utopia		8 - 0 Only Child			
7 - 8 Both Dead		3 Starfleet					
9 Separated, One Alive		4 Outskirts					
0 Separated, Both Alive		5 Military Zone					
		6 Post-War Cleanup					
		7 Small Village					
		8 Large City					
		9 On the Water					
		0 Restricted Zones					

Standing	
1 - 3 Active	
4 - 7 Passive	
8 - 0 Estranged	

Federation Homeworlds

This Appendix contains 700+ worlds to inspire you with a home for your character.

Many worlds have detailed descriptions in Book 3, Memory Bank Alpha. All worlds have basic information laid out here as to their location, population, size, resources and more.

Homeworld Dice Chart roll 1d10

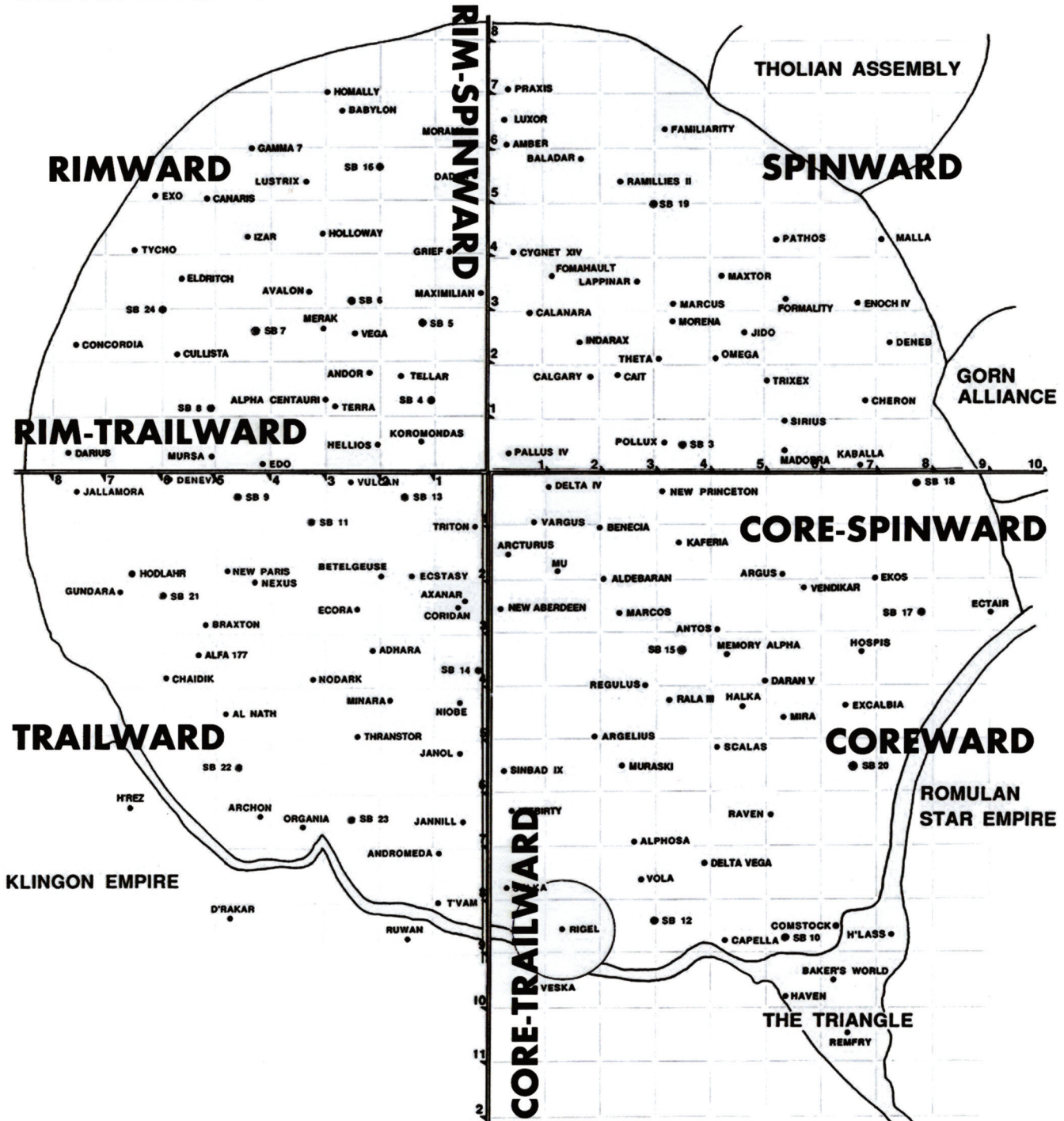
1 - 8 Federation, goto page 69

9 - 0 Triangle, goto page 78

If you find this and the Heredity tables clash, use each as flavor to drive your final decisions.

Tables built for UFP. GM should modify to suit the society.

EACH SQUARE EQUALS 20 PARSECS



INHABITED WORLDS

Roll percentiles against the following pages.
Each grouping has a different number of planets.
Divide that by 1d10 or simply choose one.

Name: The world's proper name.

System: The name of the planetary system in which the world resides.

Location: System's map coordinates.

Race: Predominant racial type [Andorian (Andor), Caitan (Cait), Alpha Centauri (Cent), Cygnian (Cygn), Deltan,

Edoan, Human or Humanoid, Mixed, Non-Humanoid (NHum), Tellarite (Tellar), or Vulcan].

Pop: Estimated population in billions of inhabitants as of 2/2306.01.

Status: Planet's current political status [associate Federation member (AS), full-status member (FS), Federation colony world (Col), independent world (Indep), quarantined world (Quar), or protected world under the Prime Directive (PDir)].

Profile: Major planetary concerns [agriculture (Ag), entertainment (En), cultural (Cl), industry (In), mining (Mn), naval support base for Star Fleet (Nv), shipbuilding (Sh), science (Sc), trade center (Tr), or other special or unknown considerations (X)].

Some planets do not
make suitable choices.

FEDERATION PLANETARY SYSTEMS INHABITED WORLDS

	World Name	System Name	Location	Race	Pop	Status	Profile
01	Abyss	Abyss Alpha	3.72S 5.53W	Vulcan	1.10	AS	Ag Sc
	Adhara	Epsilon Canaris	3.53S 2.26W	Human	4.30	Indep	Sc
	Adoss	Gamma Emerata	2.21N 2.37E	Vulcan	0.25	Col	Ag Sc
	Aosa IX	Aesa	3.77N 3.26E	Vulcan	1.35	AS	In Sc Tr
	Albireo	Beta Cygni	3.27N 1.97W	Human	6.50	FS	Ag In
02	Aldebaran	Alpha Tauri	2.01S 2.01E	Human	7.25	FS	Cl In
	Alfa 177	Alpha Honorus	3.51S 5.26W	Human	0.04	AS	Cl In Sc Tr
	Alpha III	Alpha Canaris	0.93N 1.62W	Human	6.56	FS	Cl In Tr
	Alpha Majoris II	Alpha Majoris	2.82N 0.97W	Human	5.50	FS	Cl Tr
	Alpha Proxima II	Dnoces	0.21S 2.49W	Human	0.03	FS	Cl Sc Tr
03	Alpha Centauri	Al Rijil	1.27N 2.92W	Cent	21.50	FS	Cl Sc Sh Tr
	Altair	Alpha Aquilae	3.02N 0.99E	Human	7.00	FS	Cl In Tr
	Amber	Beta Rigalia	6.05N 0.27E	Cent	2.25	AS	Ag Nv Tr
	Amerind	Epsilon Beta	5.78N 4.52E	Human	0.05	PDir	X
	Anchor	Beta Hydra 378	5.90N 3.27E	Tellar	0.37	AS	Ag Nv Tr
04	Andor	Epsilon Indi	1.82N 2.22W	Andor	10.17	FS	Cl Nv Sh Tr
	Antares	Alpha Scorpii	2.02N 1.79E	Human	4.00	FS	Cl Nv Tr
	Antipathy IV	Antipathy	1.91N 2.25W	Andor	2.48	Col	Ag
	Antos	Socratii	2.99S 4.12E	Human	5.00	Indep	Sc
	Apollonia	Alpha Sigma	4.44N 6.37E	Mixed	1.38	Col	Ag IN
05	Aplithin	Pithecus Majorus	7.16S 2.40W	NHum	2.75	FS	Nv Sh Tr
	Arcturus	Alpha Bootis	1.48S 0.39E	Human	8.50	FS	Cl In Nv Tr
	Ardana	Mu Leonis	0.98N 6.12E	Human	2.25	FS	Cl Tr
	Argelius	Rho Magnin	5.18S 1.97E	Human	1.75	AS	Cl En Nv Tr
	Ariannus	Arianna	2.33N 3.39E	Human	0.01	AS	Cl Tr
	Avalon	Cerberhardt	3.25N 3.25W	Human	1.25	AS	Ag In Nv
	Axanar	Delta Orcus	2.46S 0.47W	Human	0.10	PDir	X
06	Babel	Wolf 424	3.98S 3.18E	Human	0.01	AS	X
	Babylon	Babylus	6.70N 2.75W	Mixed	0.0001	Col	In Nv Tr
	Baladar	Beta Indi	5.82N 1.77E	Andor	0.37	AS	Ag In Tr
	Barabas	Baran	4.42N 0.29E	Andor	7.59	FS	Cl Tr
	Bardex III	Bardex	2.02N 3.21W	Mixed	4.58	FS	Ag Cl Nv Tr
07	Barrony	Zeta Hydra 281	4.77N 2.92E	Mixed	1.26	AS	Ag Mn Nv Tr
	Barsoom	Delta Gamma	1.01N 5.79W	Mixed	0.20	FS	Ag Mn Nv Tr
	Baxter's World	Beta Minora	3.47N 2.22E	Tellar	0.02	Col	Ag Mn
	Benecia	Delta Majoris	1.01S 2.01E	Mixed	0.27	FS	Ag Tr
	Berengaria V	Berengaria	2.98N 2.27E	Mixed	1.50	AS	Mn

FEDERATION PLANETARY SYSTEM – INHABITED WORLDS (Continued)

	World Name	System Name	Location	Race	Pop	Status	Profile
08	Beta III	6-11	6.18S 4.82W	Human	6.00	AS	Tr
	Beta Prime	Beta Leonis	1.81N 2.73W	Andor	0.04	AS	Ag In Mn Tr
	Blackart	Alpha Vergoris	6.27N 3.52E	Tellar	0.01	Col	Mn
	Blithinia	Boron 437	6.02N 2.99E	Tellar	0.01	Col	Mn
	Bonanza	Aegis Aquilia	4.45N 4.47W	Mixed	0.35	AS	In Mn Nv Tr
09	Borigris	Borigrass	2.07S 3.82W	Mixed	2.48	AS	In Mn Tr
	Borom	Alpha Quarram	1.83S 4.22W	Andor	5.87	FS	CI In Tr
	Braxton	Zeta Minoris	2.89S 5.17W	Andor	2.91	Col	Ag In Mn
10	Cait	Caitia	1.80N 2.16E	Cait	7.65	FS	CI In Sh Tr
	Callista	Beta Aurigae	2.07N 2.82W	Vulcan	4.75	FS	Ag Tr
	Calsa	Wolf 346	1.77S 2.28W	Vulcan	3.25	FS	Ag In Tr
	Camus	Beta Tauri	1.07S 0.89E	Human	1.25	FS	In Nv
	Calanara	Beta Leonis	2.95N 0.77E	Vulcan	1.01	FS	In Nv
11	Calgary	Griswald 3489	1.75N 1.88E	Mixed	2.47	FS	Ag Nv Tr
	Canaris	Scorpi Maxima	5.05N 5.22W	Andor	2.00	FS	Ag Mn
	Candide	Candida	2.05N 6.14E	Human	0.75	Col	Mn Tr
	Canopus	Beta Geminorum	3.30N 1.27E	Andor	10.01	FS	CI In Nv Tr
	Capella	Alpha Aurigae	8.75S 4.25E	Human	1.03	FS	In Nv
12	Castor Fields	Castora	0.64N 6.15E	Mixed	1.00	AS	CI En Tr
	Castrola IX	Castrola	1.02N 5.89E	Mixed	0.78	AS	Ag Mn
	Cavala	Beta Forminia	3.72N 4.21W	Andor	5.33	FS	Ag Tr
	Cavalier	Calka	1.67S 0.51E	Human	0.12	AS	Ag CI En
	Ceopus	Aecupus	5.09N 1.12W	Human	2.25	FS	CI Tr
13	Cestus III	Cestus	3.29N 8.54E	Mixed	1.01	FS	Mn Tr
	Charlemagne	Aquila Scorpi	2.63N 7.66E	Human	1.15	FS	In Nv Tr
	Cheleb	Beta Ophiuchi	1.22N 4.27E	Tellar	4.01	FS	In Mn
	Cheron VI	Cheron	1.27N 6.78E	Human	1.00	FS	Ag Mn Tr
	Cochrane I	Zeta Riguli	2.73S 5.23W	Mixed	2.83	FS	CI In Tr
14	Cochrane II	Gamma Delta 125	2.77N 3.36W	Mixed	1.48	FS	Ag CI Nv
	Cochrane III	Delta Canarus	4.54N 4.73W	Andor	2.46	FS	CI Tr
	Commissariate	Beta Trianguli	5.07N 2.25W	Mixed	1.56	AS	Ag
	Concordia	Gamma Palabus	2.36N 7.53W	Mixed	2.35	FS	Ag CI Tr
	Coromindas	Corom	3.78N 3.22W	Tellar	2.33	FS	Ag Nv
15	Coridan	Danthos	2.70S 0.91W	Human	0.10	PDir	X
	Cordival	Cordival	7.22N 0.21E	Human	1.49	AS	Nv Tr
	Crassenia	Crovala 173	2.68S 2.44W	Tellar	2.00	AS	Mn
	Crassus	Ambiphon	2.78N 5.32W	Human	2.99	FS	Nv Tr
	Crater's World	Gamma Zeta IV	4.45S 6.01W	Human	0.01	AS	Sc
16	Cremindas	Beta Rigala	4.31N 4.22E	Deltan	1.10	AS	CI Sc
	Crimilak	Alpha Coranda	3.77N 4.77E	Deltan	2.29	FS	CI In Sc
	Cromidia	Gamma Ophiuchi	1.17N 6.91E	Human	1.12	FS	Mn Nv
	Curiosity	Pharos 625	2.47N 5.55E	Deltan	2.37	FS	CI Sc
	Cyclops	Verigus K	8.00S 6.82E	Human	0.12	AS	AG
17	Cygnat XIV	Cygnus	4.05N 0.41E	Cygn	4.25	FS	CI In Sc
	Dadax	Dextera 273	5.47N 0.25W	Mixed	2.00	FS	Sc Tr
	Daidaem	Gamma Hydra 371	4.55N 0.78E	Mixed	3.25	FS	CI Sc Tr
	Dalanda V	Dalanda	6.58N 1.72E	Mixed	1.37	AS	Mn Tr
	Danton Major	Danton	2.47N 4.32E	Deltan	2.38	FS	CI In Sc Tr
18	Daran V	Daran	3.88S 4.93E	Mixed	4.50	FS	CI In Nv Sc
	Darius III	Delta Darius	0.34N 7.78W	Deltan	7.25	FS	CI En
	Darmal	Darmius	0.66N 3.69E	Mixed	3.48	AS	En X
	Dartanian	Ti Che	4.68S 3.39E	Mixed	4.28	AS	Nv X
	Delta IV	Delta Principius	0.21S 1.02E	Deltan	8.52	FS	CI
18	Delta Vega	Trimordidion	7.27S 4.02E	Human	0.07	AS	In Mn Tr

FEDERATION PLANETARY SYSTEM – INHABITED WORLDS (Continued)

	World Name	System Name	Location	Race	Pop	Status	Profile
19	Democritus	Demos 372 Alpha	3.58S 3.74W	Human	2.48	FS	CI In Nv
	Demoiselle II	Demoiselle	3.22N 2.28E	Mixed	2.38	AS	CI In
	Deneb	Alpha Cygni	2.38N 7.22E	Mixed	5.50	FS	CI Sc Tr
	Deneva	Beta Darius	0.23S 5.79W	Mixed	2.50	FS	CI In Cs Tr
	Determination	Demarcation	0.37N 4.27W	Mixed	2.48	AS	CI
20	Dimorus III	Dimorus	1.23N 3.27E	NHum	1.00	Indep	X
	Diomede	Beta Aquilae	2.07N 2.98W	Mixed	2.48	FS	Nv Tr
	Divestment	Formindas 743	2.38N 5.84W	Mixed	0.05	Col	Mn
	D'livian VI	D'livian	1.48S 4.37W	Mixed	1.82	AS	In Tr
	Doxi	Darlovian 277	2.81N 4.22E	Mixed	0.03	Col	En
21	Dundas	Ursula Apha 26	2.73N 3.77W	Mixed	1.38	FS	CI Mn Tr
	Dundee II	Dundee	3.28N 4.37W	Andor	2.17	FS	Nv Sc Tr
	Duo III	Duosetel	2.11S 3.27E	Deltan	4.93	AS	Sc Tr
22	Earl Minor	Demos Majoris	2.43S 4.55W	Mixed	5.00	FS	CI Sc
	Ecora	Delta Vara	2.62S 2.33W	Cygn	2.46	FS	Tr
	Ecstasy	Hydra Impora	1.92S 1.32W	Mixed	1.00	AS	En
	Edo	Epsilon Minora	0.15N 4.11W	Edoan	7.87	FS	CI In Tr
	Egaran II	Egara 172	3.73N 3.72W	Cent	2.29	AS	CI
23	Egross	Alpha Vega 272	1.37N 3.22E	Mixed	2.19	AS	In Tr
	Ekos	M43 Alpha	2.02S 6.95E	Human	6.50	PDir	X
	Elas	Tellun	8.58S 4.98E	Human	12.56	AS	CI X
	Elba	Quarius Nova	1.37N 6.69E	Mixed	0.0001	AS	X
	Eldamas	Eldamas 344	2.47S 4.69W	Mixed	2.19	AS	Mn Tr
24	Eldorado	Eldamas 344	2.47S 4.69W	Mixed	1.00	AS	Mn Nv Tr
	Eldritch	Delta Corondis	3.58N 5.58W	Tellar	2.92	FS	CI En
	Elevation	Epsilon Zeta	4.46N 4.46W	Human	2.88	AS	CI Sc
	Elorex	Eloras 375	2.32S 7.36W	Andor	0.19	Col	In Mn
	Eminiar VII	Eminiar	2.15S 5.77E	Human	5.50	FS	CI In Tr
25	Enarrom	Parsus Indi	3.45S 2.62W	Cent	3.27	FS	CI Sc Tr
	Enas	Gamma Minora 12	4.33S 5.67E	Cygn	4.37	FS	CI Sc
	Enasatar	Geminorum Pala	2.47N 4.61E	Tellar	0.01	Col	Mn
	Enid VI	Vega Majoris	3.45N 6.55E	Mixed	1.57	AS	In
	Enoch IV	Vega Majoris	3.45N 6.55E	Mixed	2.37	AS	In Tr
26	Escara	Delta Indi 668	3.22N 3.81E	Cygn	1.99	FS	CI Sc Tr
	Eternity	Alpha Eridani	4.55N 6.02E	Mixed	0.0018	AS	X
	Etrolopar	Alpha Carinna 17	3.99N 5.97E	Cygn	2.11	AS	Sc
	Etross	Menaras 222	3.55N 4.75W	Human	3.98	FS	In Tr
	Europa	Sol	1.23N 2.79W	Human	0.20	FS	Sh
	Existence Point	Honora Minoris	5.53N 5.50W	Mixed	2.19	Indep	CI
27	Falas	Danara 5986	4.77N 3.33E	Cygn	5.50	FS	CI Tr
	Falorin	Alpha Parsis 25	3.79S 4.51W	Mixed	2.33	AS	In Sc
	Familiarity	Beta Maxim 437	6.31N 3.22E	Mixed	2.46	AS	CI Sc Tr
	Fellowship	Beta Maxim 437	6.31N 3.22E	Mixed	2.02	AS	CI
	Femininity II	Beta Maxim 437	6.31N 3.22E	Mixed	1.37	AS	CI
28	Fenbly VII	Sigma Minoris	5.33S 1.07E	Human	2.38	FS	CI In
	Findesa	Gamma Dinara	4.57S 1.75W	Mixed	2.98	AS	CI En
	Finlorra	Gamma Leonis	5.05N 1.22W	Tellar	1.00	AS	Mn Tr
	Finlax	Delta Paruli	4.88N 5.77E	Human	2.22	FS	In Sc Tr
	Fomahault	Alpha Piscis Austrini	3.77N 1.29E	Mixed	3.57	FS	CI
29	Formality	Gamma Eta Dara	3.22N 5.27E	Andor	4.48	FS	Sc Tr
	Fullman	Ursu Geminorum	4.27N 0.77E	Human	4.22	AS	Nv
	Fullsome Park	Ursu Geminorum	4.27N 0.77E	Mixed	2.99	AS	En Tr
	Function	Foram Canara	5.36S 5.66W	Mixed	1.92	AS	Sc
30	Gaggle Point	Luris Eta	3.57S 6.01W	Cent	2.31	AS	En
	Gamadrine	Danara 5986	4.77N 3.33E	Tellar	0.89	FS	Mn
	Gamma Hydra IV	Gamma Hydra	5.91S 5.96E	Mixed	0.0001	Col	Mn Tr
	Gamma Veris	Virgo Tacritus	2.02N 7.26E	Human	1.60	FS	In Nv Tr
	Gammorah	Ceta 503	7.02N 2.24W	Human	0.36	AS	CI Mn Tr

FEDERATION PLANETARY SYSTEM – INHABITED WORLDS (Continued)

	World Name	System Name	Location	Race	Pop	Status	Profile
31	Geo	Alpa Baratis	2.48S 7.05W	Mixed	1.00	FS	CI
	Gideon	Delta Dorado	3.57S 2.35E	Human	12.00	Indep	CI
	Gissen V	Gissen 986	3.03N 2.48W	Mixed	3.57	FS	CI Sc Tr
	Grammen Park	Alpha Piscis Austrini	3.77N 1.29E	Mixed	1.95	AS	En
	Gravenworld	Maven Parsis	4.56N 0.45W	Cent	3.22	FS	CI Sc Tr
32	Greensward	Sigma Valara	1.44N 4.98E	Human	0.04	Col	Tr
	Greenwald	Alpha Trimora	1.59N 5.99E	Human	1.50	FS	CI Tr
	Grief	Tahniva 311	4.02N 0.77W	Cygn	1.00	AS	CI
	Grinnidas	Darmala Beta	0.85N 5.02W	Mixed	3.98	FS	CI In Tr
	Grissom's World	Grissom 6678	0.78S 4.78W	Human	2.99	FS	CI In Sc Tr
33	Grix	Delta Eridana	0.99S 6.75W	Edoan	0.01	Col	CI Tr
	Grossex	Delta Eridana	0.99S 6.75W	Edoan	0.01	Col	CI Tr
	Gundara	Zeta Ophiuchi	2.47S 6.66W	Mixed	3.22	FS	CI In Tr
34	Habrenn	Arabenn	4.57N 1.12W	Cent	3.01	FS	CI In
	Hadley II	Hadley 557	0.89N 0.88E	Mixed	7.47	FS	CI In Nv Tr
	Halador	Sigma Zeta 477	0.91N 7.39E	Human	0.02	Col	Mn
	Halcyon	Alpha Baratis	2.48S 7.05W	Human	0.01	Col	Mn
	Haldraine	Alpha Nimorra	3.78N 2.11E	Mixed	1.32	AS	CI
35	Halka	Nola Boradne	4.27S 4.58E	Human	1.57	Indep	CI Mn
	Hannamore	Darmala Beta	0.85N 5.02W	Mixed	2.22	FS	CI Tr
	Hanson's World	Beta Hydra	0.91N 2.78E	NHum	0.20	PDDir	X
	Hardin's World	Delta Panaras	2.46N 5.33W	Human	1.32	FS	In Mn Tr
	Harmony	Harridane 226	5.27N 3.89E	Vulcan	2.37	FS	En In Nv Sc
36	Harpie	Kelvolar 688	3.45N 0.26W	Human	0.02	Col	Mn
	Hastings	Alpha Piscis Austrini	3.77N 1.29E	Mixed	3.46	FS	In Nv Tr
	Havelind	Caracore	3.57S 2.69W	Cait	4.77	FS	CI In
	Haxwren	Caracore	3.57S 2.69W	Mixed	3.46	FS	CI In Tr
	Hellios	Sigma Wyrenex	0.48N 2.02W	Mixed	4.72	FS	CI
37	Heprinala	Bomelli 709	1.32N 0.86W	Vulcan	3.57	FS	CI Sc
	Heristis	Bomelli 709	1.32N 0.86W	Vulcan	3.00	FS	Ag CI
	Heuristic	Rexenox	5.37S 0.22W	Mixed	2.45	AS	Ag Sc
	Hexentrex	Beta Triaran	6.44S 2.97W	Vulcan	4.57	FS	Ag CI
	Hochlor IV	Hochlor	2.17S 3.47E	Cait	5.43	FS	CI In Tr
38	Hodlahr	Sigma Indus 462	1.88S 6.42W	Human	2.99	FS	Nv Tr
	Hollow Way	Gypsem Zeta 703	4.57N 3.24W	Mixed	2.43	FS	Ag
	Homally	Zeta Niobe	7.01N 3.21W	Human	1.00	FS	Ag CI
	Honorla	Lura Voris 747	3.47N 3.55E	Mixed	4.47	FS	Ag CI In Tr
	Hospis	Sigma Tricali	3.34S 6.77E	Mixed	1.00	AS	Ag
39	Hospitality II	Havidar	0.25N 5.07E	Mixed	2.47	AS	En
	Hostoria	Luxor 867	2.46N 2.22E	Vulcan	3.47	FS	CI In Sc
	Hurlin	Zeta Paor	5.68N 6.33W	Vulcan	4.77	FS	Ag CI Sc
40	Icarus	Al Rijil	1.27N 2.92W	Cent	18.56	FS	Ag In Sc Tr
	Idara	Megolar	4.67N 0.26E	Cent	4.73	FS	In Tr
	Idiom	Valen's Star	5.38N 0.42E	Mixed	3.57	AS	Ag CI
	Idix	Duviniar	2.47N 4.43E	Vulvan	3.99	FS	CI Sc
	Idoxar	Sigma Exat	3.57N 6.44W	Edoan	2.17	FS	Ag CI In
41	Imagination	Metriunn 867	3.33N 3.82W	Mixed	1.47	AS	En Tr
	Importunity	Hutchinsen 866	5.57N 0.36E	Mixed	3.57	FS	Tr
	Indarax	Epsilon Indar	2.51N 1.52E	Andor	2.34	FS	X
	Ingraham B	Ingraham	1.48S 5.02E	Human	4.25	FS	Ag In Tr Sc
	Ioma	Iomegas	0.02N 0.37W	Mixed	5.50	FS	Ag Tr
42	Iotia	Sigma Iotia	6.78S 4.55W	Human	4.75	AS	Tr
	Iparassen	Delta Zeta 785	5.68S 4.77E	Human	4.68	FS	Tr
	Ipicran	Delta Zeta 785	5.68S 4.77E	Tellar	0.001	Col	Mn Tr
	Izar	Epsilon Bootis	4.37N 4.44W	Human	16.75	FS	CI In Tr

FEDERATION PLANETARY SYSTEM – INHABITED WORLDS (Continued)

	World Name	System Name	Location	Race	Pop	Status	Profile
43	Jalinitir	Valar Majoris	3.22N 0.26W	Vulcan	5.60	FS	Cl In Sc
	Jallamora	Trasenn 685	0.36S 7.46W	Human	0.0001	Col	Mn
	Jallimass	Zeta Bevarra	0.88N 6.35E	Mixed	3.47	FS	Ag Cl
	Jamison's World	Epsilon Keva	3.72N 3.12W	Andor	12.57	FS	Ag Nv Tr
	Jammolara	Tau Tauri	2.47N 2.22W	Andor	10.46	FS	Ag Nv Sc Tr
44	Janus	Gamma Major	3.78S 0.22W	Human	0.01	AS	Mn
	Jarovalla VI	Jarovalla	3.76N 1.53E	Andor	3.00	FS	Ag Tr
	Javlinador	Beta Kurissa	4.37N 2.24E	Mixed	3.29	FS	Ag Cl In
	Javora	Gamma Tauri	4.02N 3.49W	Mixed	2.47	FS	Ag
	Jaxsen III	Jaxsen	0.27N 2.21E	Andor	1.37	FS	Ag Cl In
45	Jido	Jidop	2.58N 4.72E	Andor	2.00	FS	Tr
	Jorindas	Beta Vertis	0.99S 4.27W	Human	1.50	FS	Nv Tr
	Julietta	Juris	0.87N 2.28E	Cygn	4.40	FS	In Sc
	Jungar	Epsilon Ballara	2.17S 2.11W	Vulcan	2.85	FS	Cl In
	Jurisa	Juris	0.87N 2.28E	Vulcan	2.00	FS	In Sc Tr
46	Justinia	Juris	0.87N 2.28E	Vulcan	1.60	FS	In
	Kaballa	Nimori Ceti	0.11N 6.77E	NHum	Unkwn	PDir	X
	Kadacohr	Kadass	1.44N 3.41W	Andor	2.00	AS	Ag Nv
	Kaferia	Tau Ceti	1.27S 3.56E	NHum	4.45	FS	Ag
	Kamadarc	Kalamar	1.37N 4.27W	Tellar	2.75	FS	Mn Nv Tr
47	Kamandas	Burkid	0.22S 3.28W	Tellar	1.45	FS	Mn Tr
	Katan III	Tau Abir	0.46N 2.47W	Human	2.72	AS	Ag
	Katar VI	Katar	3.52S 4.01E	Human	3.47	FS	Ag In
	Kavatala Superior	Kavatala	3.47S 3.78E	Mixed	4.50	FS	Cl In Tr
	Kol's Orchard	Kolitor	0.52N 1.08W	Cent	4.01	FS	Ag Cl
48	Koromond	Koromandas	0.54N 1.24W	Mixed	12.47	FS	Ag Cl In Tr
	Labarinth	Tau Zeta	1.89N 3.72W	Tellar	5.17	FS	In Mn
	Labiarn V	Labiarn	5.02N 0.46E	Human	2.73	FS	In Tr
	Lakeland	Purlii	8.20S 6.42E	Mixed	0.114	AS	En
	Lamentation	Hedrox 576	3.22S 0.21E	Mixed	0.001	Col	Ag
49	Lao T'Shin	Gemini Dentos	2.27S 1.57W	Tellar	1.00	FS	Mn Tr
	Lappax II	Lappax	3.04N 3.87W	Human	2.47	FS	In Sc
	Lappinar	Laxes Alpha	3.55N 2.77E	Cent	3.55	FS	In Tr
	Lasur Funop	Lasur	6.06S 3.62W	Tellar	2.75	FS	Mn Sc Tr
	Laura's World	Laurison 294	2.44S 3.75E	Mixed	0.001	Col	Cl
50	Laxaren	Lacorby 192	5.03N 4.44E	Vulcan	1.99	FS	Cl Sc
	Lecorak	Chelikbar	3.57N 2.67W	Tellar	3.77	FS	In Sc Tr
	Lecroutex	Lecrotox	4.27N 6.33E	Mixed	2.25	AS	Ag Mn
	Lexinisar	Menitrom 799	2.47S 3.55W	Mixed	1.47	AS	Ag
	Lexor VII	Lexor	2.36N 3.22W	Vulcan	3.57	FS	Ag Cl Sc
51	Listra Principis	Listra	6.44N 0.33E	Human	2.88	FS	Cl In Sc
	Live Again	Oroness	3.28S 0.27W	Mixed	0.0001	Col	Ag
	Livenix	Illex	2.84N 2.22E	Cent	0.0002	Col	Ag Sc
	Lixis XI	Lixis	3.57S 2.57E	Vulcan	12.47	FS	Sc Sh Tr
	Lochabahr	Lochnarle	6.44N 3.22W	Human	0.90	AS	Ag Tr
52	Lochlar	Lojar	2.47N 6.87E	Human	7.37	FS	Ag Sc Sh
	Loki	K'Kronn	3.57S 2.51W	Andor	11.27	FS	Mn Tr
	Lone Node	Alpha Demetrius	3.44N 3.77E	Human	0.001	Col	Mn
	Lustralva	Merellion Sigma	4.78N 6.02E	Deltan	7.84	FS	Cl In Tr
	Lustrix	Remusa 885	5.37N 3.33W	Andor	4.43	AS	Cl Mn
53	Luxor	Terrilepton	6.59N 0.39E	Human	3.28	FS	Ag
	Mabarra V	Mabarra	3.32N 4.28W	Mixed	5.33	FS	Ag
	Macadama	Giordin 275	2.57S 4.36E	Ceit	1.88	AS	Cl In
	Machelvi	Valtrax	1.37S 2.36E	Human	13.39	FS	Ag Cl In Tr
	Madacarax	Valtrax	1.37S 2.36E	Mixed	0.004	Col	Ag
53	Madistra	Sigma Geminis	3.79S 2.35W	Mixed	3.44	FS	Cl In Mn

FEDERATION PLANETARY SYSTEM – INHABITED WORLDS (Continued)

	World Name	System Name	Location	Race	Pop	Status	Profile
54	Madorra	Madorax	0.47N 5.32E	Deltan	2.16	FS	Cl Sc
	Magister	Magesty	3.77N 0.11E	Human	12.47	FS	Ag In Tr
	Majority	Luris Maxcinis	5.02N 3.17E	Human	7.47	FS	In Tr
	Maklin VIII	Maklin	0.27S 2.34E	Vulcan	2.38	FS	Ag Sc
	Makus III	Makus	2.18S 0.33E	Vulcan	10.01	FS	Cl In Tr
55	Malawren	Malas	3.88N 0.22E	Mixed	3.22	AS	Ag
	Malla	Maurex 782	4.23N 7.01E	Human	1.23	AS	Ag Mn
	Malarhone	Minarcis Alpha	5.37N 1.44E	Cent	3.37	FS	Cl In Tr
	Maluria	Omega Cygni	0.59S 5.23E	Mixed	7.01	FS	In Mn Tr
	Manark II	Manark	1.07N 2.47E	Human	10.01	FS	In Tr
56	Marac Polis	Marac	2.47N 0.97E	Human	1.00	AS	In Sc Tr
	Marcos	Marcios	2.55S 2.27E	Mixed	1.50	AS	In
	Marcus	6-23	3.07N 3.28E	Vulcan	2.25	FS	Sc
	Maren	Maren Alpha	2.19N 1.09E	Human	1.25	AS	Ag In Mn Tr
	Mars	Sol	1.23N 2.79W	Human	15.74	FS	In Nv Sh Tr
57	Maxima Prime	Maxim	2.94N 4.52E	Human	3.20	FS	Sc
	Maximilian	Zeta Geminorum	3.28N 0.11W	Mixed	1.00	AS	In Mn Tr
	Maxtor	Mirith	3.88N 4.22E	Vulcan	2.75	FS	Sc
	Medusa	Rhys	5.57S 6.37E	NHum	5.00	FS	Sc
	Melkot	Melka	5.99S 6.69E	NHum	2.25	Indep	X
58	Memory Alpha	Kam Sim	3.31S 4.25E	Mixed	0.01	AS	Sc
	Memoxa	Mirith	2.33N 2.44E	Vulcan	3.75	FS	Sc
	Merak	Latis Cyrtiva	2.77N 3.22W	Vulcan	0.12	FS	In Mn Sh Tr
	Mercury	Sol	1.23N 2.79W	Human	0.22	FS	In Sh
	Mexas II	Mexas	5.14N 0.22E	Mixed	2.34	AS	Ag
59	Mindara XII	Mindara	4.22S 4.02E	Mixed	2.11	AS	Ag Mn
	Midos Principius	Midos	3.05N 3.22E	Cent	11.20	FS	Cl In
	Minidine IV	Minidine	2.02S 4.22E	Vulcan	5.22	FS	Cl Sc Tr
	Minis	Dayliss	3.40N 0.34E	Mixed	3.33	FS	Cl Tr
	Minora	6-15	2.11N 2.76W	Vulcan	9.22	FS	Cl In Sc
60	Mira	Omicron Ceti	4.57S 5.33E	Human	1.10	AS	Ag
	Miri's World	Beta Persei	5.48S 6.02E	Human	0.001	PDir	X
	Molitor	Molitus	2.37N 1.23W	Mixed	21.22	FS	Ag
	Monarch II	Monarch Alpha	4.38N 2.11E	Human	1.20	AS	Ag
	Moralia V	Moralia	6.38N 0.22W	Human	0.0001	Col	Ag
61	Morena	Eridani Gamma	2.88N 3.12E	Human	10.10	FS	Nv Sh
	Moxen	Moxenulus	3.68N 2.11E	Cent	1.28	AS	In
	Mu	Leoxa	1.83S 1.21E	Cent	2.10	FS	Ag Tr
	Mudd's World	Beta Aurigae	4.22S 5.32E	NHum	0.001	Quar	X
	Mursa	Tau Anacritus	0.22N 5.02W	Andor	12.11	FS	Sc Sh
62	Nagron	Naxor 599	5.32S 6.04W	NHum	0.27	PDir	X
	Namorra	Namor	0.23N 1.37W	Human	1.37	AS	Ag
	Narcissus III	Narcisus	4.08N 4.44E	Vulcan	2.19	AS	Cl Sc
	Narval	Narvox	3.27N 2.11E	Cait	2.45	FS	Cl
	Naxis	Naxion	5.52N 2.96E	Mixed	8.55	FS	Cl In Tr
63	Necturop	Nekusa	4.25N 2.08E	Mixed	1.25	AS	Ag Tr
	Neural	Zeta Bootis	3.23S 3.39W	NHum	0.01	PDir	X
	New Aberdeen	Phi Galatius	2.41S 0.21E	Mixed	11.37	FS	In Sh Tr
	New Brisbane	Pagora	3.55N 3.12E	Human	1.37	FS	In
	New Bristol	Ceti Reguli	0.33N 2.43E	Human	2.12	FS	In Tr
64	New Dublin	Ceti Reguli	0.33N 2.43E	Human	1.55	FS	Ag In Tr
	New Horizon	Gamma Quadratis	0.47N 1.46W	Mixed	0.18	AS	Ag
	New Kensington	Beta Aleph 703	0.11N 6.02W	Human	1.00	AS	Ag Mn Tr
	New Paris	Omega Aurigae	1.78S 4.78W	Human	1.26	FS	Cl In Tr
	New Princeton	Delta Leonis	0.28S 3.11E	Mixed	2.25	FS	Cl
65	New Victoria	Nova Dimora	2.68N 2.44E	Vulcan	2.89	FS	Cl Sc
	Nexus	Vilius Serpentus	5.14N 0.23W	Mixed	4.22	FS	Cl Tr
	Niobe	Gamma Indus 552	4.28S 0.45W	Andor	2.21	AS	Cl

FEDERATION PLANETARY SYSTEM – INHABITED WORLDS (Continued)

World Name	System Name	Location	Race	Pop	Status	Profile
66 Nodark	Nadarkis	3.89S 3.11W	NHum	0.23	PDir	X
Norassil	Norassen	2.67N 2.77E	Vulcan	1.00	AS	Ag Cl
Normality	Keldanar 383	1.88N 2.62W	Human	2.17	FS	Ag In
Nostravis	Nestor Prime	3.17S 0.46E	Mixed	6.75	FS	Ag Cl In Tr
67 Olossa	Olossa	3.47S 5.05E	Mixed	2.39	AS	Ag En
Omegon	Omega	2.02N 4.06E	Human	5.55	PDir	X
Omicron Delta	Narble Oyx	1.22S 3.42E	Mixed	0.11	Indep	X
Ontara Prime	Sigma Quadratis	5.37N 0.27E	Mixed	1.26	AS	Ag Cl
Orontes	Oroness	3.27S 2.54W	Cent	2.11	FS	Ag Cl Sc
68 Osiris VII	Osiris	4.35N 0.22E	Cent	2.22	AS	Ag
Othello	Jarvis Alpha	4.37N 3.17E	Human	2.00	FS	Ag
Ovid	Parnellus	2.19S 5.18W	Human	0.0001	Col	Ag Cl
Ovlon II	Ovlon	4.27S 2.88W	Mixed	2.50	AS	Ag
69 Pallas Prime	Pallas 785	2.33S 7.04E	Mixed	0.0011	Col	Mn
Pallus IV	Pallus	0.27N 0.35E	Deltan	3.35	FS	Cl Sc Tr
Pallatine	Gamma Omicron	3.04N 4.22E	Mixed	5.22	FS	Cl In Sh
Pampilia	Gamma Omicron	3.04N 4.22E	Mixed	1.37	AS	Ag
Pana	Panasa	3.72N 0.28W	Tellar	4.22	FS	In Mn
70 Paradimdas	Paradox	2.59N 1.33E	Mixed	3.25	FS	Ag In
Paradira	Beta Rosa	0.26N 0.88E	Andor	1.08	AS	Ag Tr
Parmentex	Parim 758	3.54N 0.33E	Andor	11.47	FS	Ag In Mn Sc
Passgate	Alpha Geminorum	2.07S 2.16E	Mixed	1.75	AS	Nv Tr
Pathos	Paradigm	4.22N 5.18E	Human	1.99	AS	Cl
71 Patric's Planet	Paramindas 575	3.22S 0.12W	Mixed	2.17	FS	Ag Cl In
Persistence	Nova Persis 288	0.69S 2.16E	Human	0.05	Col	Ag
Pike's Planet	Pitcara Prime	2.07N 0.15W	Mixed	1.36	AS	Ag
Pillum	Pillas Minora	6.32N 3.11E	Cent	1.35	FS	Cl In Sc
Piram III	Piram	0.88N 2.14E	Cent	2.25	FS	Ag Sc Tr
72 Placidity	Panasa	3.72N 0.28W	Tellar	5.27	FS	Mn
Platonius	Helios	2.04N 5.93E	Human	0.0001	Quar	X
Pollux	Beta Geminorum	0.51N 3.19E	Human	0.12	AS	Ag Mn
Positas	Posara	3.16S 0.19W	Tellar	1.47	FS	Mn Tr
Praxis	Praxis Verdantis	7.01N 0.35E	Human	0.0001	Col	Mn
73 Precipice	Brightstar	9.11S 4.61E	Human	1.01	AS	Tr
Primidara II	Primidara	1.88N 3.22E	Vulcan	3.17	FS	Sc Tr
Primavera	Piras Zeta	1.47N 3.12W	Vulcan	2.42	FS	Cl Sc
Principius	Princip	6.42S 2.87E	Cent	6.04	AS	Ag Cl In
Proxima Centauri	Al Rijil	1.27N 2.92W	Cent	4.47	FS	Cl In Sh Tr
74 Quadrix II	Quadrix	0.77N 2.02W	Cent	5.01	FS	Ag Cl
Quarrel	Wolf 515	4.22S 0.12W	Mixed	6.36	FS	Sc
Questar	Boron 667	2.17N 0.12E	Human	2.45	FS	Ag
75 Raballex	Raballa	5.57N 3.22E	Human	5.22	FS	Cl In
Rala III	Rala	4.22S 3.21E	Human	2.57	FS	Ag In
Raman	Beta Lyra	5.37S 6.33E	Mixed	4.00	FS	Ag Cl
Ramillies II	Ramillies	5.37N 2.35E	Human	1.25	FS	Nv Tr
Rashile	Ungethiem	8.81S 6.02E	Human	0.002	AS	Ag
76 Raven	Gamma Lyrai	6.37S 5.05E	Mixed	3.26	FS	Nv Sc
Ravenna	Alpha Marak 272	6.02N 3.49E	Mixed	2.98	FS	Ag
Regulus	Alpha Leonis	3.99S 2.81E	Mixed	5.57	FS	Cl In Tr
Resolution	Posara	3.16N 0.13E	Vulcan	2.25	FS	Nv Tr
Revanche	Zeta Loris	5.36N 0.23W	Mixed	2.47	FS	In Mn
77 Rider's End	Ridix	0.34N 0.21W	Cent	4.24	FS	Ag
Rivala Two	Rivala	1.36N 4.21E	Deltan	0.0001	Col	Ag
Riviera	Ochs	2.22N 1.79E	Mixed	0.01	AS	En
Rover Prime	Sigma Barana	5.27N 1.33E	Mixed	1.22	AS	Ag In
Roxan	Ampolis	0.44N 0.45E	Mixed	2.52	AS	In Nv
RTiss	Zeta Kiladen	0.98N 0.35E	NHum	3.75	PDir	X

FEDERATION PLANETARY SYSTEM – INHABITED WORLDS (Continued)

World Name	System Name	Location	Race	Pop	Status	Profile
78 Sadora	Sadora Rex	3.12N 3.19E	Doltan	6.22	FS	Cl In
Salazaar	Karnor	3.77S 3.31E	Mixed	15.75	FS	In Sh Sc Tr
San Sorella	Alpha Marak 272	6.02N 3.49E	Mixed	5.27	FS	In Mn
Scandha'	Zeta Perseus	0.34N 3.12E	Human	2.01	AS	Mn
Second Chance	Proxima Canaris	0.43S 2.71E	Human	0.58	AS	Ag Tr
79 Sigma Draconis	Sigma Beta 443	2.02N 5.22E	Vulcan	2.25	FS	Cl In Nv
Silicasca	Silicasa	3.78N 2.08W	Vulcan	3.65	FS	Cl
Silivis	Silivar	6.01N 0.32W	Vulcan	3.59	FS	In Nv
Sinbad IV	Scheherazad	5.60S 0.20E	Human	1.38	FS	Tr
Sind	Sindarius	0.16N 0.55E	Doltan	2.25	FS	Tr
80 Singularity II	Singularity	0.32N 3.55E	Cent	3.58	FS	In Tr
Sirius	Alpha Canus Majoris	0.97N 5.39E	Cent	4.67	FS	Cl In Tr
Socrata	Rho Drunir	1.77N 3.51W	Mixed	2.42	FS	Mn
Sojourn	Servitrix	2.19N 2.57E	Vulcan	0.002	Col	In
Spica	Juris Canopus	0.35N 0.12E	Mixed	0.0001	Col	Mn
81 Springboard	Alpha Canaris	0.47S 5.22W	Cent	1.48	FS	Nv Tr
S'Sleen	Beta Virgiliis	0.35S 2.08E	NHum	1.00	PDir	X
S'Sliss	Beta Virgiliis	0.35S 2.08E	NHum	1.00	PDir	X
St Cyr	Wolf 672	1.25N 3.03E	Human	0.0001	Col	Ag
Surak I	Filtra	2.32N 1.71E	Vulcan	3.75	FS	Cl In Sc
82 Surak II	Filtra	2.32N 1.71E	Vulcan	3.11	FS	Cl In Sc
Succour	Zeta Maximus	2.46N 4.38W	Human	0.0001	Col	Cl
Sustenance	Sestarci 124	0.07N 0.34E	Cent	1.99	FS	Ag
Sympathy	Hydra Geminorum	5.21S 0.22W	Human	0.0001	Col	Cl
Synchrinity	Gamma Trixis	2.49N 0.32E	Human	0.0001	Col	Ag
83 Talos IV	Talos	7.49S 1.48E	NHum	0.01	Quar	X
Tamarind	Tamaros	3.99N 3.27E	Human	0.0001	Col	Ag Mn
Tamerlane	Tamaros	3.99N 3.27E	Human	0.0001	Col	Ag
Tanalorne	Alpha Vegetis	0.56N 2.94E	Mixed	0.15	Col	Ag Sc
Tantalus V	Tantalus	2.77N 4.04E	Mixed	0.0001	Quar	X
84 Tarry Awhile	Camara 712	4.24N 2.02E	Human	0.0021	AS	Ag Tr
Tarletus II	Tarletus	2.19N 4.44E	Cent	2.17	FS	Tr
Tarsus	Tarsis	3.89N 3.11E	Mixed	2.23	FS	Ag
Taryton	Wolf 698	0.32N 4.21E	Tellar	3.56	FS	Mn Tr
Telcos	Telcosus	2.57N 0.29W	Andor	10.46	FS	Ag Mn
85 Tellamarkus	61 Cygni	1.49N 1.91W	Tellar	12.45	FS	Cl In Tr
Tellar	61 Cygni	1.49N 1.91W	Tellar	15.75	FS	Cl In Sc Tr
Temelicus	Molinus	0.44S 3.26W	Cent	4.11	FS	Cl Sc
Termala	Molinus	0.44S 3.26W	Cent	2.67	FS	Cl In Sc
Terra	Sol	1.23N 2.79W	Human	25.00	FS	Cl In Sh Sc
86 Terra Four	Barnard 183	2.18N 0.24E	Human	13.56	FS	Cl In Sc
Terra Five	Eta Seratom	0.26S 2.17W	Human	5.58	FS	Cl In
Testament	Sigma Cygni 57	5.81N 0.31E	Mixed	4.25	FS	Mn Tr
Th'alit	Thalak	5.02N 0.65E	Andor	1.99	AS	Mn Tr
Thasus IV	Thasus	6.02S 5.07E	NHum	Unknwn	Quar	X
87 Thesalla	Tharsis	5.26N 3.46W	Andor	3.16	FS	Cl Mn
Theta VII	Theta Gamma	2.09N 3.05E	Mixed	0.30	FS	Ag Mn
Thoris	Equess	0.72N 5.68E	Human	0.0001	Col	Ag
Thranstor IV	Thranstor	4.97S 2.23W	Mixed	4.26	FS	Cl In Tr
Thraxis	Thrax	0.54N 6.03W	NHum	0.12	AS	Cl
88 Tiburon	Beta Theseus	6.02N 5.79E	Human	15.00	FS	Cl In Tr
Time Planet	Alpha Zeta	4.05N 6.68E	NHum	Unknwn	Quar	X
Timidity	Molinus	0.44S 3.26W	Human	0.0001	Col	Ag
Titan	Sol	1.23N 2.79W	Human	0.11	FS	Sh
Triacus	Alpha Lyrae	2.66N 2.48W	Human	0.16	AS	Ag

FEDERATION PLANETARY SYSTEM – INHABITED WORLDS (Continued)

	World Name	System Name	Location	Race	Pop	Status	Profile
89	T'Rillan	T'Rill	3.26S 4.05E	Vulcan	12.20	FS	Ag
	Trimarka	Draco Minora	2.67S 0.94E	Vulcan	2.47	FS	Cl Sc
	Trinity	Boristar	2.55S 0.36E	Mixed	0.0001	Col	Ag Mn
	Triskelion	M24 Alpha	0.75N 0.19E	Mixed	0.01	PDir	X
	Triton	Draco Ursula	1.01S 0.22W	Tellar	2.59	FS	Cl Mn
90	Trixex	Beta Corvela	1.71N 5.02E	Mixed	3.71	FS	Cl
	Troyius	Tellun	8.58S 4.98E	Human	3.58	AS	Cl
	Twilight Base	Draco Omega 371	4.02S 2.22W	Human	1.01	Indep	X
	Typerias	Gamma Persei	4.38S 4.01E	Vulcan	7.50	FS	Cl Sc
	Tyrst	Barnard 392	0.24N 5.55W	Mixed	0.0001	Col	Ag Cl
91	Unity	F'rhircoch	0.36S 5.20E	Human	4.89	FS	Ag Cl In
	Ursula	Beta Norab	4.02N 0.76E	Vulcan	3.75	FS	Ag Sc
92	Vandalia IV	Vandalia	0.13N 3.29E	Mixed	10.37	FS	Cl In Tr
	Vandalora	Vandalia	0.13N 3.29E	Mixed	11.47	FS	Cl In Tr
	Vargus	Theta Majoris	0.98S 0.75E	Tellar	2.75	FS	Cl Mn
	Vega	Alpha Lyrae	2.66N 2.48W	Human	5.76	FS	Cl En Tr
	Vendikar	Eminiar	2.15S 5.77E	Human	14.82	AS	Cl
93	Venus	Sol	1.23N 2.79W	Human	2.57	FS	Ag
	Videtu	Videtti	7.61S 2.39E	Deltan	11.47	FS	Ag Tr
	Virtue	M67 Alpha	6.02N 2.02E	Mixed	0.0003	Col	Cl
	Vistil Major	Vistil	5.04N 2.67W	Vulcan	1.01	FS	Cl Sc Tr
	Voltaire	Vandalia	0.48N 3.29E	Mixed	2.08	FS	Cl
	Vulcan	40 Eridani	0.09N 2.31W	Vulcan	12.50	FS	Cl In Sc Sh
94	Wall	Bahr	8.92S 5.31E	Human	1.25	AS	Mn
	Wanderlust	Sigma Borella	0.98N 3.13E	Mixed	0.0001	Col	Cl
	William's Pit	Pasara Majoris	1.04N 4.22E	Human	0.0001	Col	Ag
	Wrigley's Pit	Sol	1.23N 2.79W	Mixed	0.0010	AS	En
	Xerxes	Golumbin 699	2.29N 5.38W	Mixed	0.0012	Col	Mn
95	Zacarius	Golumbin 699	2.29N 5.38W	Human	0.0001	Col	Ag
	Zarus	Zarus Thustra	2.38N 2.17E	Human	1.84	FS	Ag In
	Zeon	M43 Alpha	2.02S 6.95E	Human	3.59	PDir	Cl In Sc Tr
	Zorn I	Theta Rill	2.09S 5.26W	Human	3.01	FS	Ag Cl
	Zorn II	Theta Rill	2.09S 5.26W	Human	2.44	FS	Ag Cl
96	Star Base 1		1.23N 2.79W				
	Star Base 3		0.51N 3.50E				
	Star Base 4		1.23N 0.98W				
	Star Base 5		2.74N 1.23W				
	Star Base 6		3.23N 2.54W				
97	Star Base 7		2.74N 4.26W				
	Star Base 8		1.23N 4.98W				
	Star Base 9		0.51S 4.53W				
	Star Base 10		8.55S 5.60E				
	Star Base 11		0.93S 3.18W				
98	Star Base 12		8.34S 3.00E				
	Star Base 13		0.42S 1.46W				
	Star Base 14		3.74S 0.02W				
	Star Base 15		3.77S 3.31E				
	Star Base 16		5.70N 2.00W				
99	Star Base 17		2.61S 7.89E				
	Star Base 18		0.22S 7.76E				
	Star Base 19		5.00N 3.00E				
	Star Base 20		5.45S 6.46E				
	Star Base 21		2.32S 5.93W				
00	Star Base 22		5.56S 4.53W				
	Star Base 23		6.49S 2.50W				
	Star Base 24		3.00N 6.00W				
	Star Base 27		8.03S 0.42W				



Tables built for UFP. GM should modify to suit the society.

Introduction To The Triangle Atlas

See Book 3, Memory Bank Alpha for descriptions of many homeworlds.

The Triangle is vast. It measures 48 parsecs north to south, and about 30 parsecs east to west at its widest point. It contains 487 star systems as cataloged in the *Compendium Of Stellar Bodies*, the standard reference work on the subject. These systems contain 2,991 worlds, many of which have never been named or officially described.

The following pages contain the statistical, historical, political, and economic data on 120 of the Triangle's major worlds. Each of the Triangle worlds that has a major population is included here, as well as a few worlds that are important for economic, political, or military reasons.

WORLD LOGS

For each of the worlds listed in this Atlas, the standard geographical data as well as the technological, sociopolitical, and trade profiles for the civilization found there are given in a table. The coordinates of the world are given in standard NS-EW format. Following the tabular information, expository paragraphs are included that describe noteworthy facts about the world, its people, its history, or some other information concerning its status.

GAZETEERS

The gazeteers provided at the end of this book index these worlds in various ways. There is an alphabetical index, a political index, and indices giving major exports and imports.

UNDEVELOPED WORLDS

Merely because only 120 worlds are described in detail here, this does not imply that there are *only* 120 worlds of consequence in the Triangle. Far from it!

Most Triangle worlds remain virtually uninhabited and many are unexplored. These planets either have no obvious resources that can be exploited with ease, or have planetside conditions so inhospitable that a significant population base has not yet developed. Life in the Triangle has characteristically had a harder time gaining a foothold than is average for the major empires, and the sparseness of population centers is characteristic.

Many feel that the Triangle remains on the frontier, as close to unexplored space as the farthest flung outpost to spinward or coreward. That the Triangle has been completely mapped, that it is hemmed in on all sides by civilization, and that population centers have sprung up in a regular spacing across its length and breadth makes no difference, they claim.

To these proponents of the Golden Triangle, as it is often called, a man need not venture to the farthest reaches of the galaxy to find total freedom; they contend that the Triangle offers similar opportunities for the bold, enterprising, intelligent, and lucky.

Roll 1d10 against the following headers and then percentiles against the appropriate chart

1 - 5

Federation

01 - 06 Carwile's World
07 - 12 Cyclopus
13 - 19 Derigo
20 - 26 Green
27 - 33 Iovine
34 - 40 Laflin
41 - 47 Lakeland
48 - 54 Nocoli
55 - 61 Pluuh II
62 - 67 Precipice
68 - 73 Rashile
74 - 80 Turbulence
81 - 87 Wall
88 - 94 Yeartis
95 - 00 Zwaalan

6 - 7

Affiliation of Outer Free Worlds

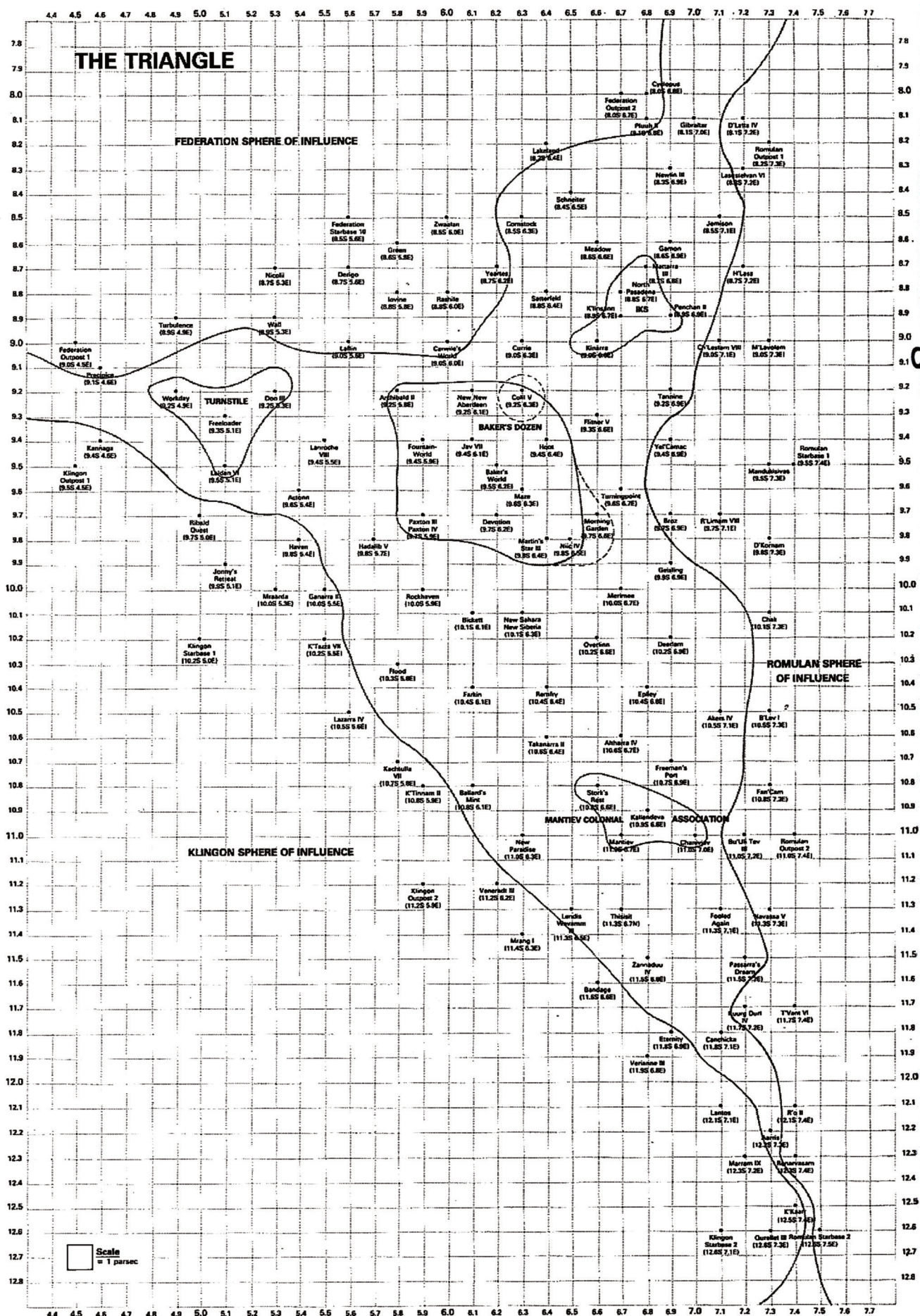
01 - 07 Archibald II
08 - 13 Baker's World
14 - 21 Colil V
22 - 29 Devotion
30 - 36 Fountainworld
37 - 43 Hoot
44 - 50 Jav VII
51 - 57 Martin's Star III
58 - 64 Maze
65 - 72 Morning Garen
73 - 79 NewNewAberdeen
80 - 86 Niic IV
87 - 93 Paxton III
94 - 00 Paxton IV

8 - 0

Independent Worlds

01 - 02 Arris	52 - 54 Jemison
03 - 04 Actonn	55 - 57 Lanroche VIII
05 - 06 Akeris IV	58 - 60 Lendis Wavamm III
07 - 08 Altharra IV	61 - 63 Jorindas
09 - 10 Ballard's Mint	64 - 66 Kaferia
11 - 12 Bickett	67 - 69 Lakeland
13 - 14 Canchicka	70 - 72 New Sahara
15 - 17 Comstock	73 - 75 New Siberia
18 - 19 Currie	76 - 78 Newlin III
20 - 22 Deerlam	79 - 80 Overlinn
23 - 24 Epliey	81 - 82 Passara's Dream
25 - 27 Farkin	83 - 84 Remfry
28 - 30 Flitner V	85 - 86 Rockhaven
31 - 33 Flood	87 - 88 Satterfeld
34 - 36 Fooled Again	89 - 90 Schneiter
37 - 39 Freeman's Port	91 - 92 Takanara II
40 - 42 Gamon	93 - 94 Tanninne
43 - 45 Geisling	95 - 96 Thsisit
46 - 48 Gibraltar	97 - 98 Turning Point
49 - 51 Hadalib V	99 - 00 Sannaduu IV

THE TRIANGLE



Star Trek: The Role Playing Game™

Jack Photon's 4.0th Fantaversary Revision

Pamphlet 01: CharGen: Backgrounds

Character Generation Extracts
for easy sharing and minimal printing.

21st Century
**HOUSE
RULES**
for 23rd Century Gaming

"To explore strange new worlds.
To seek out new life and new civilizations.
To boldly go where none a'gone a'fore."



Original Game System, FASA © 1983 ~ 1988
Jack Photon's 3rd Edition Framework, ©2022
Jack Photon's 4.0th Fantaversary Revision, ©2024 | ©1984-2000, 2020-2024
PERMISSION TO COPY AND DISTRIBUTE. NO PERMISSION TO PROFIT!